

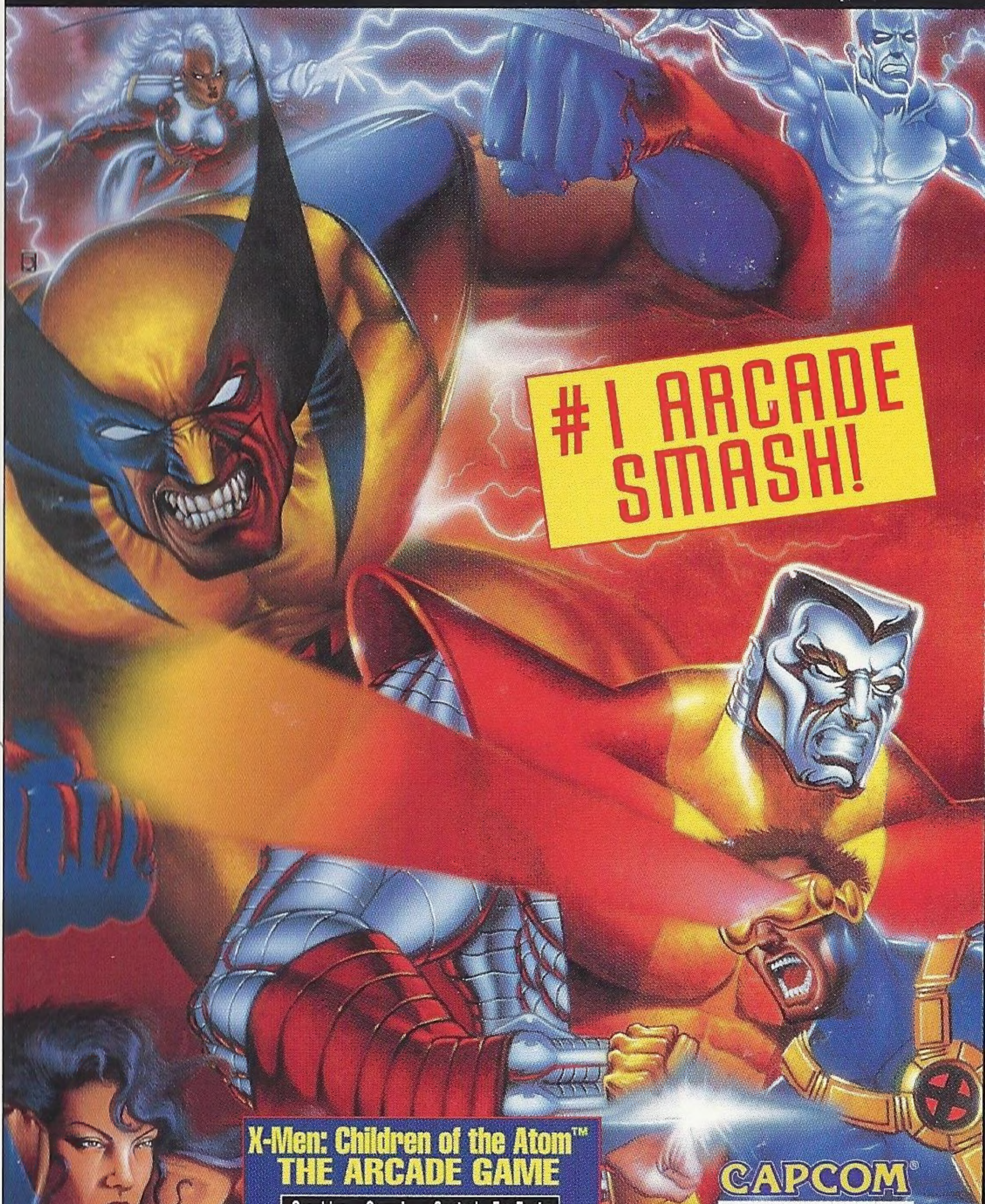
SEGA™

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COMICS



X-MEN

CHILDREN OF THE ATOM™



**#1 ARCADE
SMASH!**

**X-Men: Children of the Atom™
THE ARCADE GAME**

Graphics	Sound	Control	FunFactor
			
5.0	5.0	5.0	5.0

A Perfect Score! - GamePro



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM

CAPCOM®

KIDS TO ADULTS



AGES 6+

SEGA SATURN™

T-8108H



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.



CONTENTS

S t o r y	3
S t a r t i n g U p	4
C o n t r o l s	5
T h e R u l e s O f T h e G a m e	7
L e t t h e G a m e s B e g i n	10
A d v a n c e d B a t t l e T e c h n i q u e s	14
M e e t t h e X - M e n	17
M e e t t h e X - V i l l a i n s	24



STORY

They were born with superhuman abilities, into a world that looks at them not as saviors, but as freaks. At Professor Xavier's School For Gifted Youngsters, however, the mutant team known as the X-Men continue to hone their mutant powers in the fight against the forces of destruction. Their quest is to prove that they have a place on Earth, that humans and mutants can co-

exist peacefully on the planet they both call home.

Far above the Earth in an orbiting space station, Magneto, the Master of Magnetism, looks down and sees a very different picture! He believes that the only way he and other mutants can survive is by destroying the human race entirely. The orbiting citadel has been constructed by Magneto with a dual purpose. First and foremost, Avalon is a safe-haven for his dedicated legion of followers, the villainous mutants known as the Acolytes. It is here Magneto's forces plan their all out assault on earth. With advanced technologies and the combined mutant abilities of the Acolytes, Magneto plans to disrupt magnetic fields all across the planet. The results would be nothing less than total devastation.

The worldwide corruption of computer systems, complete shutdown of all power systems, the collapse of every nation's communication networks -- all resulting in the extinction of countless human lives. Magneto plans to usher in a new Dark Age for earth's non-mutant population.

Professor Charles Xavier has trained his X-Men to combat just this kind of mutant menace. But with the promise of a mutant-run planet, a frightening array of the X-Men's most formidable villains have allied themselves with the Master of Magnetism, and the mutant-hunting Sentinels scouring the planet with hopes of exterminating all mutants, even the uncanny X-Men may be doomed to defeat. History is about to change in the greatest battle mankind has ever seen.

STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual.

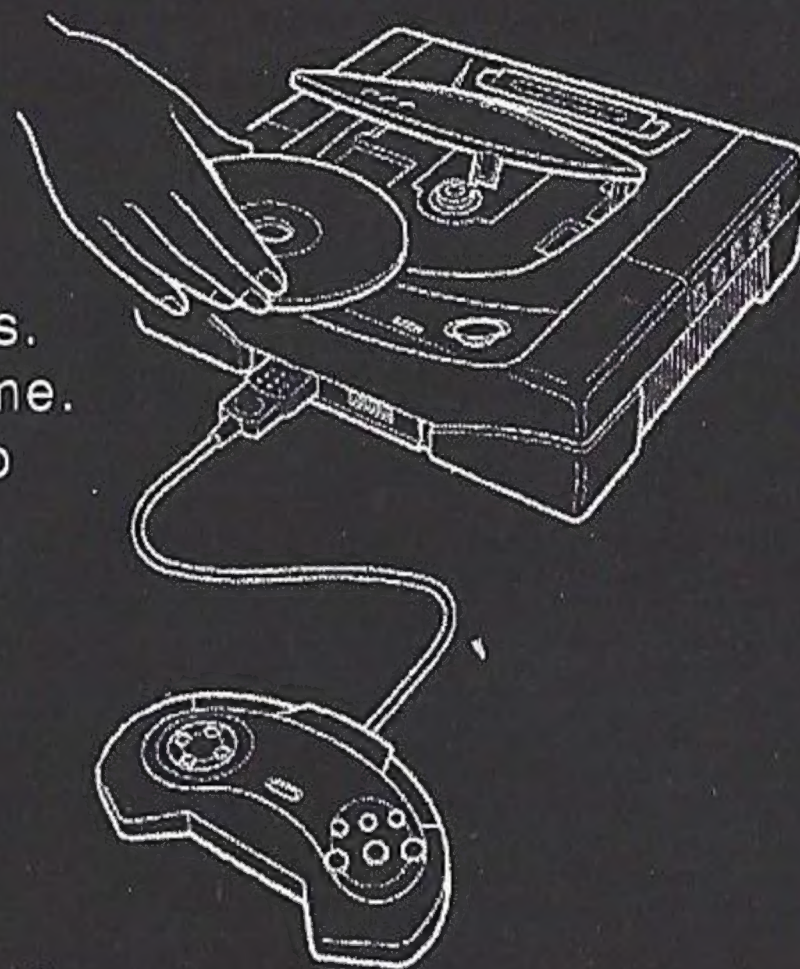
NOTE: This game is for up to two players. Plug in Controller 1 for a one player game. Plug in a second Controller to play a two player game.

2. Place the X-Men: Children of the Atom™ disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.

Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

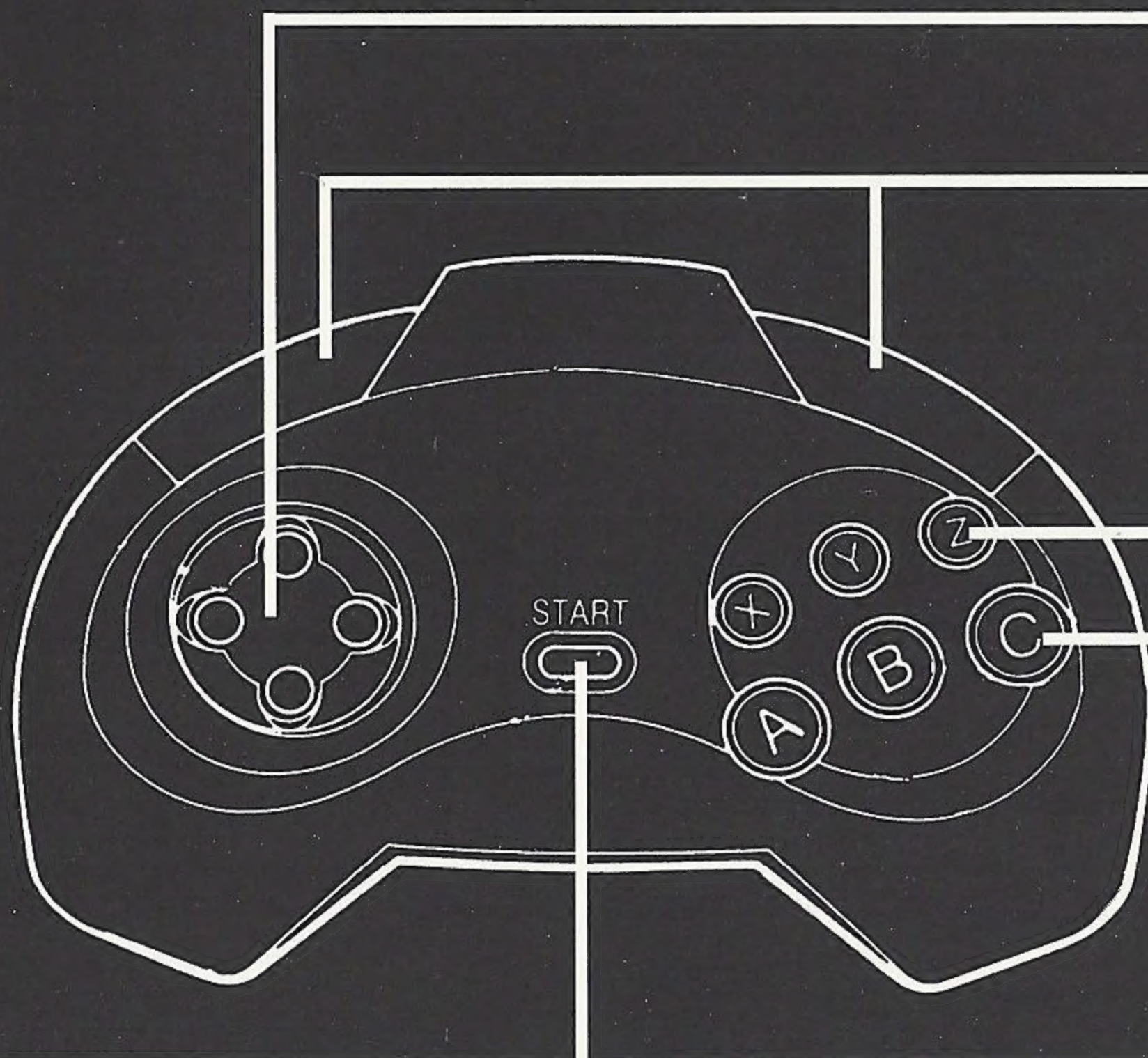




YOU'RE IN CONTROL!

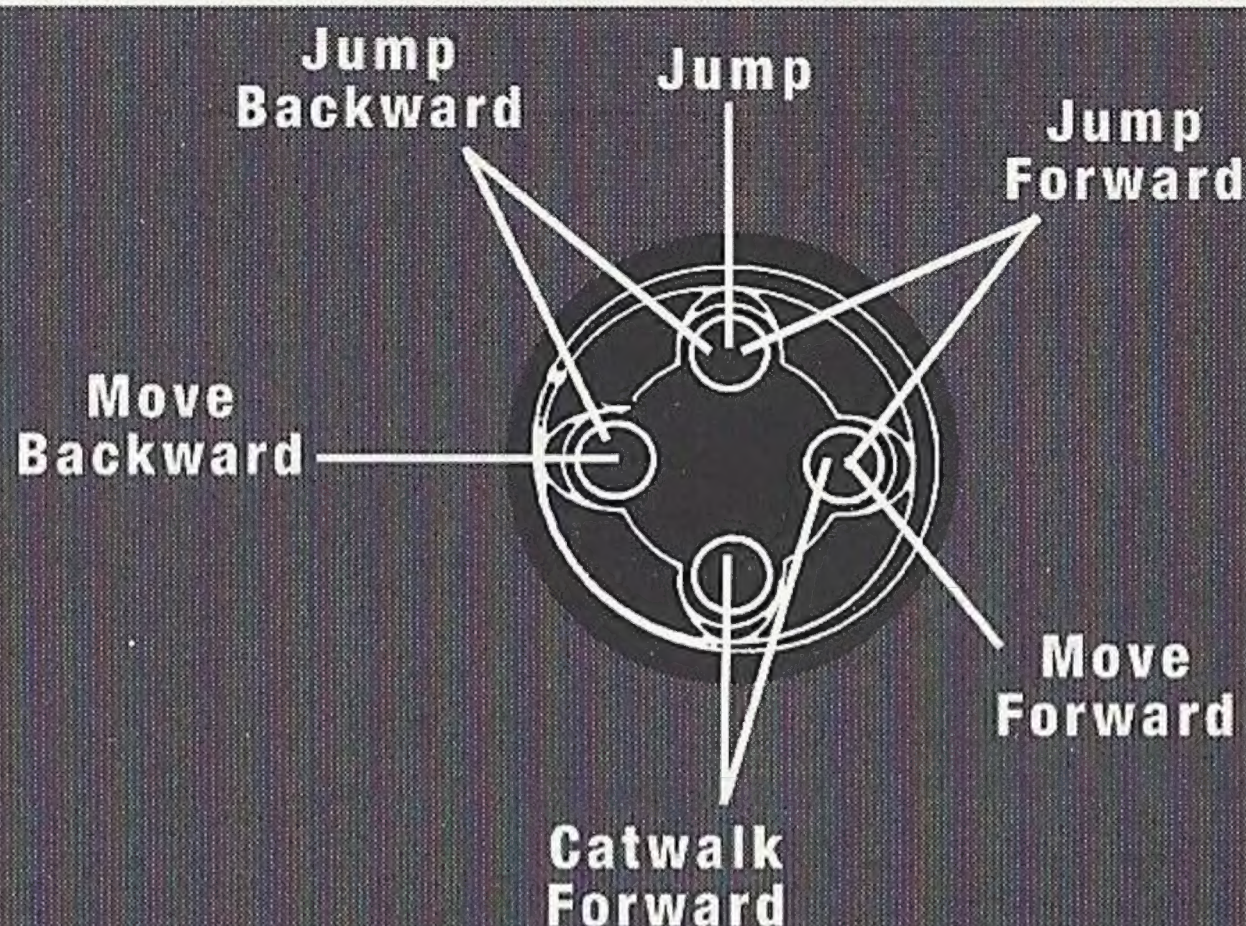
DEFAULT CONTROLS

Two players can play at the same time!
(Of course you need a second controller to play.)



Start Button (Start)

- **GAME START**
To begin the battle.
- **PAUSE FUNCTION**
Press during gameplay to pause; press again to return to the game.
- **MID MATCH CHALLENGE**
Allows a second player to enter the battle at any time.
- **DEMO CUT**
Press during demos to skip through them.



- **MODE SELECTIONS**
Highlights modes in the Title Screen; Cycles through options in Option Mode
- **SELECTS FIGHTER**
Pick your X-fighter!
- **FIGHTER MOVEMENT**
Controls Guard, dash, jump and other movement functions.
- **SPECIAL TECHNIQUES**
Use the D-PAD in conjunction with other buttons to use the X-Powers.

L = SuperJump

R = Run

Note: Shift button functions cannot be used unless set in the Option Mode.

Punching

- X** Light Punch
- Y** Medium Punch
- Z** Strong Punch

Kicking

- A** Light Kick
- B** Medium Kick
- C** Strong Kick

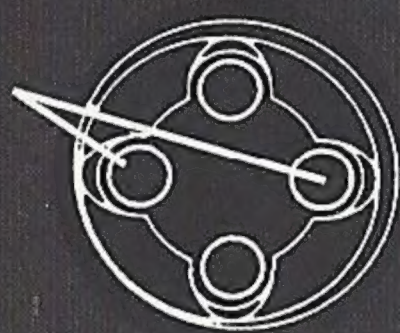
Note: These are the preset button functions. You can reset button functions in the Option Mode.



OTHER BUTTON FUNCTIONS

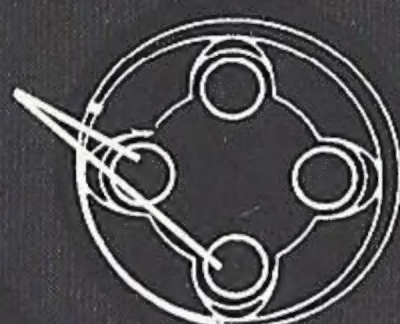
Throws

Get close to your opponent,
then press LEFT or RIGHT
on the D-PAD + Y or Z.



Guard

Press the D-PAD as shown.



THE RULES OF THE GAME

The explanation given below is for the Arcade
Game Mode. See page 10 for an explanation of
how to play in the other modes.

The Basics

- Each stage has 3 rounds. The fighter who wins two rounds wins the stage.
- Both fighters have a vitality gauge which starts with 99 points. When a fighter loses all of his or her vitality points, that fighter has been K.O.d and loses the round.
- If the time runs out before either fighter is K.O.d, the fighter with the most vitality wins that round.
- If there is no winner after 3 rounds, a final round begins. If there is still no winner, the match is considered a draw, and the Game Over screen appears.

Starting Up

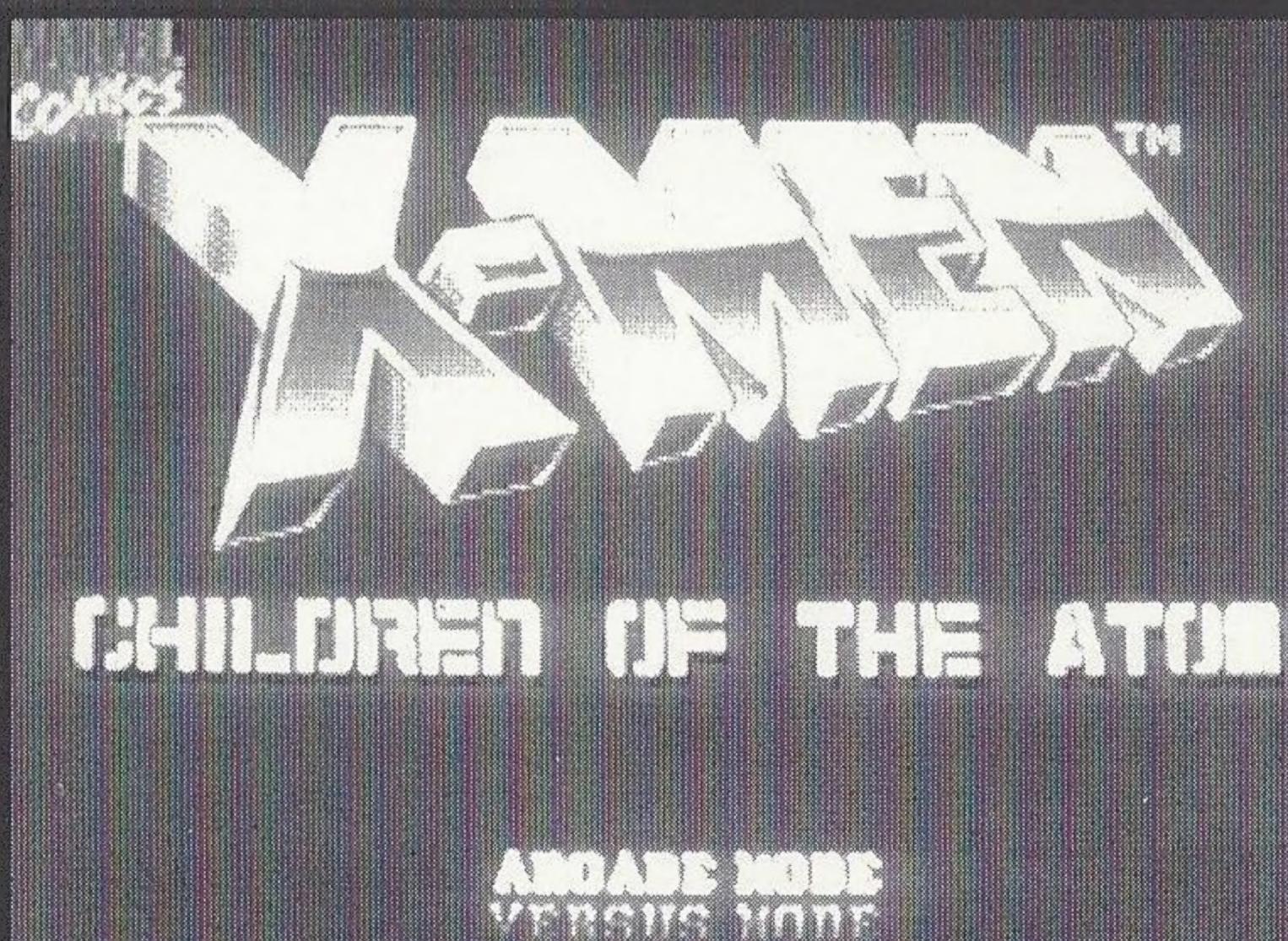
Press Start when the Title Screen appears to see the mode choices. To begin gameplay, highlight the Arcade Mode option and press Start again.

In the next screen, select your X-fighter and the game speed.

Note: There's no need to set game speed if you've already set it in the Option Mode.

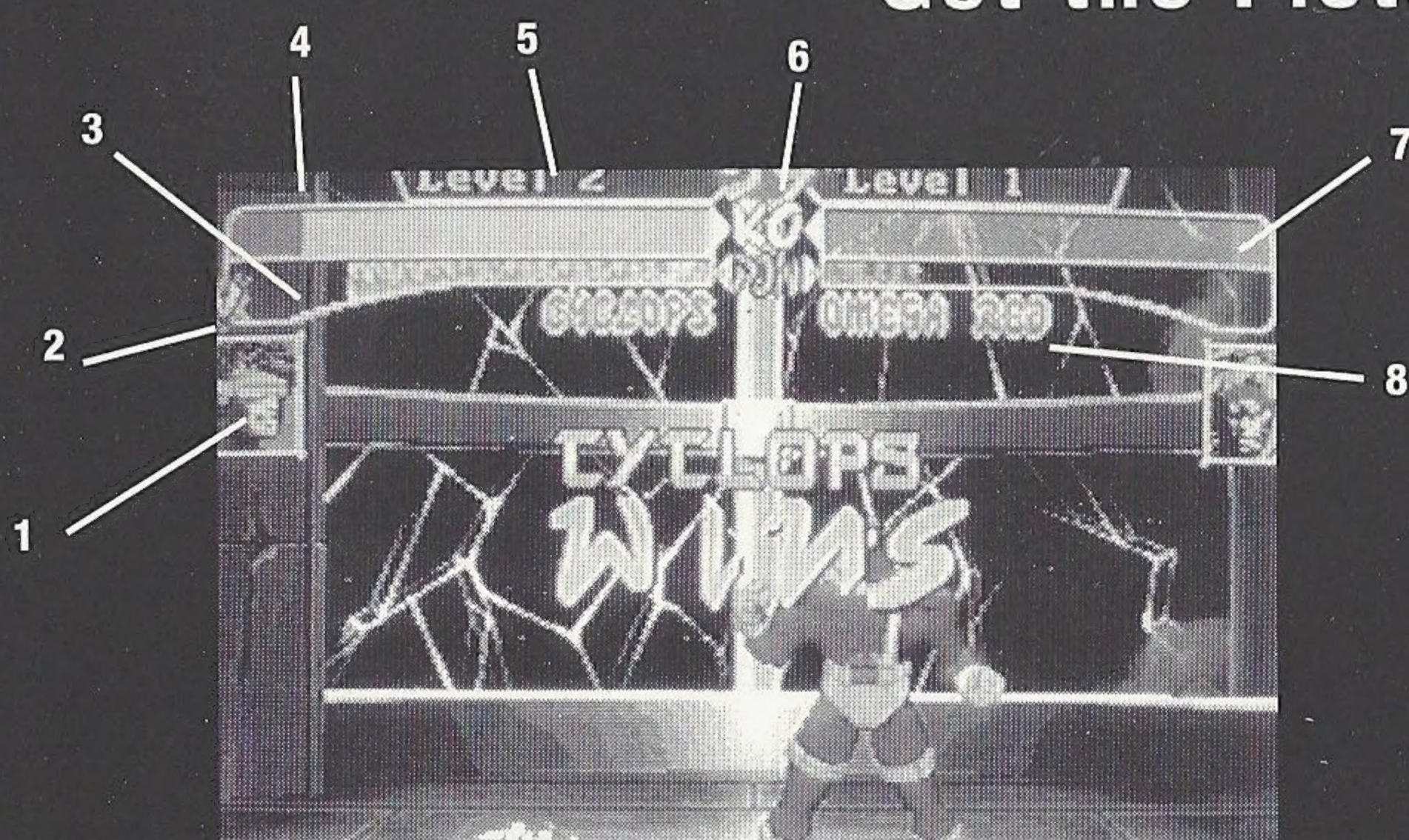
After you set the game speed, select the guard system, and you're ready for battle!

(The guard system is explained on page 15.)





Get the Picture?



1 Face Panel: The look on your fighter's face shows how well or badly that fighter is doing.

2 Victory Mark: This mark appears when a fighter has won a round.

3 X-Power Gauge: Shows the amount of X-Power left to the fighter (see page 16).

4 Awards: One award is given for each stage a fighter wins.

5 X-Power Level: Shows the current X-Power level available.

6 Time Count: Shows how much time is left in the round. (Time Count can be cancelled in the Option Mode. See page 12.)

7 Vitality Gauge: Shows the amount of vitality the fighter has left.

8 Character Name: The name of the fighter engaged in battle.

LET THE GAMES BEGIN!

VERSUS MODE (Two player match)

This mode pits you against a friend with the fighters of your choice. Two can even play with the same fighter!

After selecting VS Mode, the character select screen appears. Pick a fighter, then set the game speed and guard system.

Next set the handicap levels and the stage the battle will take place. After you set these options, the battle begins.



After the battle ends, various information about the fighters is shown. Select Continue to keep playing or Exit to return to the Game Mode screen.

SURVIVAL MODE (One player match)

Take your chances against randomly chosen opponents in a set of one round win-or-lose battles.

Select Survival Mode, pick your fighter, set the game speed and get ready for the action!

Fight one round and if you're still standing at the end you win and go on to the next opponent. (You also regain some vitality between battles.)

If you lose all your vitality, the game ends. Sorry, no second chances—when it's over, it's over.



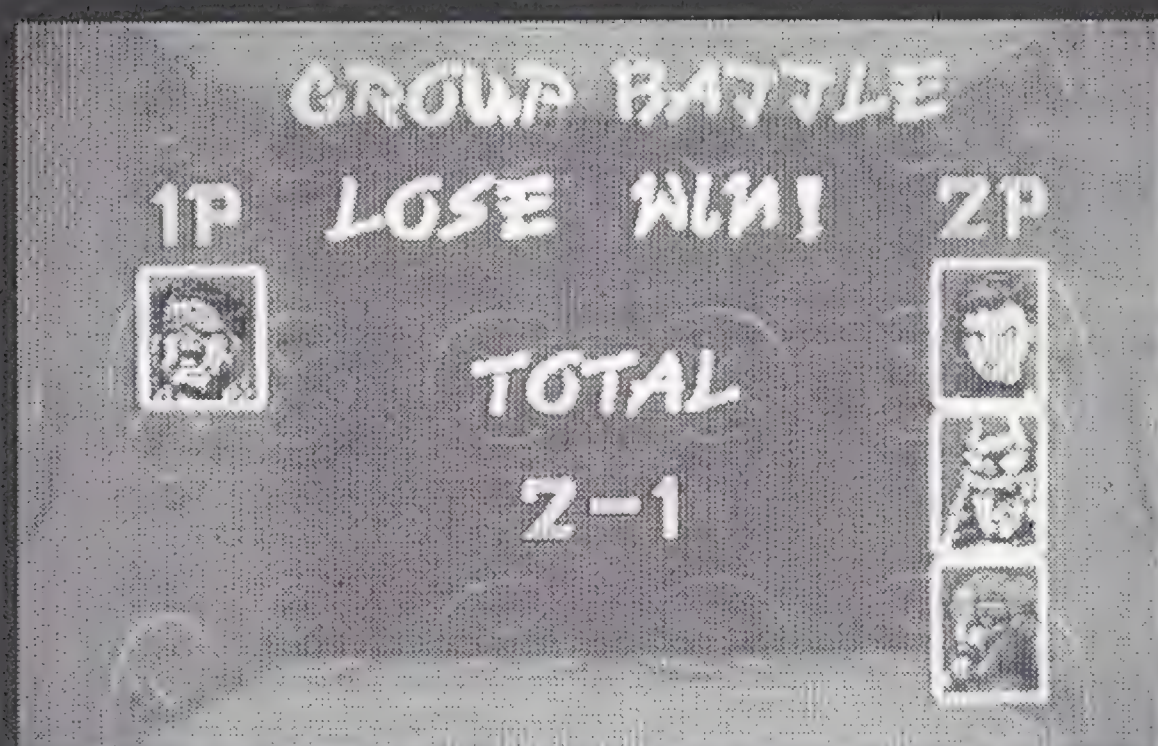
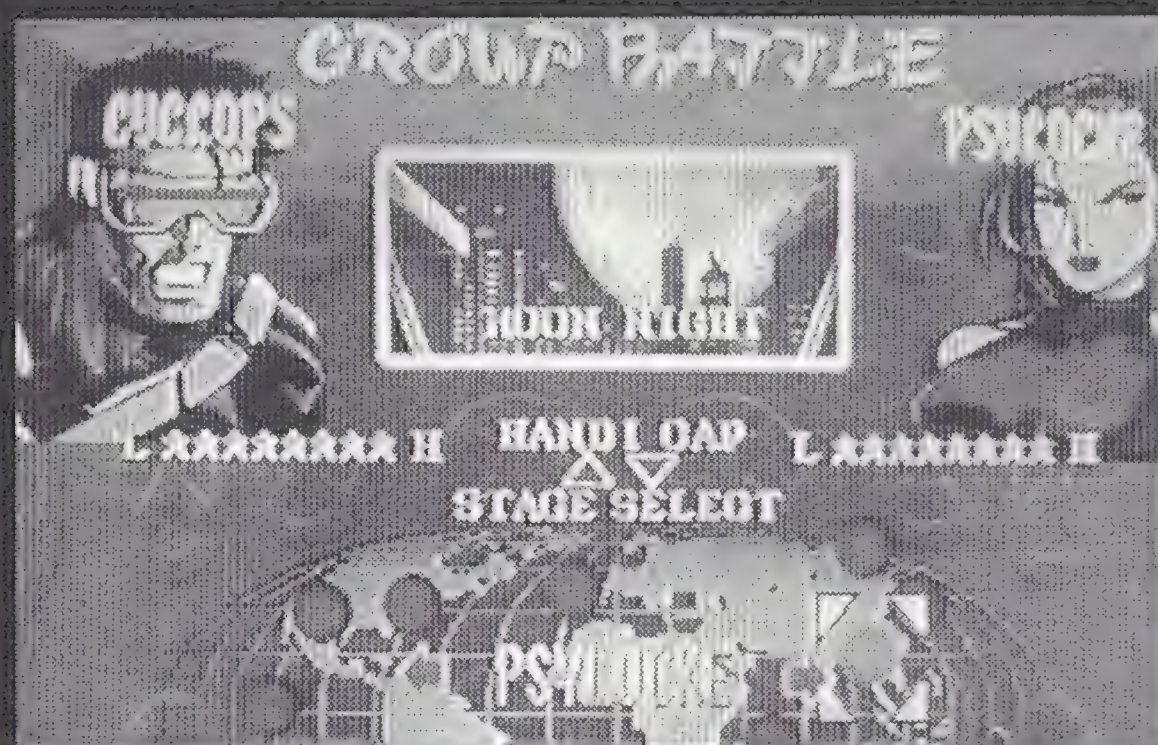
GROUP BATTLE MODE (Two player match)

Each player selects from one to five fighters for a set of elimination matches.

Select Group Battle and the Character Select screen appears. Players pick their fighters (from 1 to 5 each), then set the game speed and guard system.

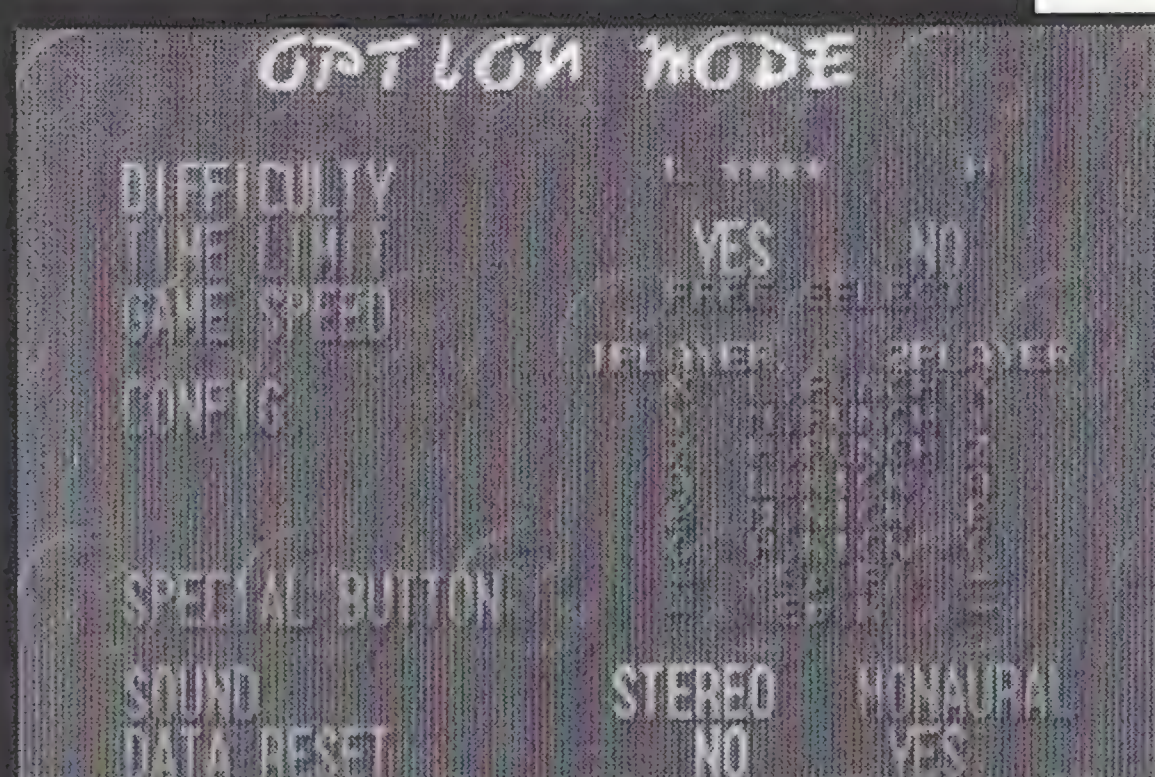
Next, set the handicap levels and stage location. After selection, the tournament begins

The fighters compete in a set of one round matches. When all of one player's fighters are defeated the game ends, and a victory screen appears, showing the winner's and loser's fighting stats.



THE OPTION MODE

Select Option Mode from the Mode Select screen and press Start. Press the D-Pad up or down to cycle through the options and press left or right to highlight option choices. Press Start to return to the Title screen.



Game Level/Difficulty:

Choose from 8 levels of difficulty.

Time Limit:

Choose to play with a timer (set ON), or play a no-time-limit battle (set OFF).

Game Speed:

You have four choices: Turbo 1 (slow), Turbo 2 (medium), Turbo 3 (fast) or Free Select.

Button Configuration:

Change the button functions to fit your style. You can select light, medium and hard kicks and punches for Buttons A, B, C, X, Y and Z. Special button functions for Buttons L and R are set as explained on the next page.





Special Button:

The default settings for Buttons L and R are NONE, but you can set the buttons to perform Special Punches (Sp. P) and Special Kicks (Sp. K).

Sound Mode:

Select Monaural or Stereo

Data Reset:

Delete all records made in the battles (see Auto Save, page 13).

Mid Match Challenge!

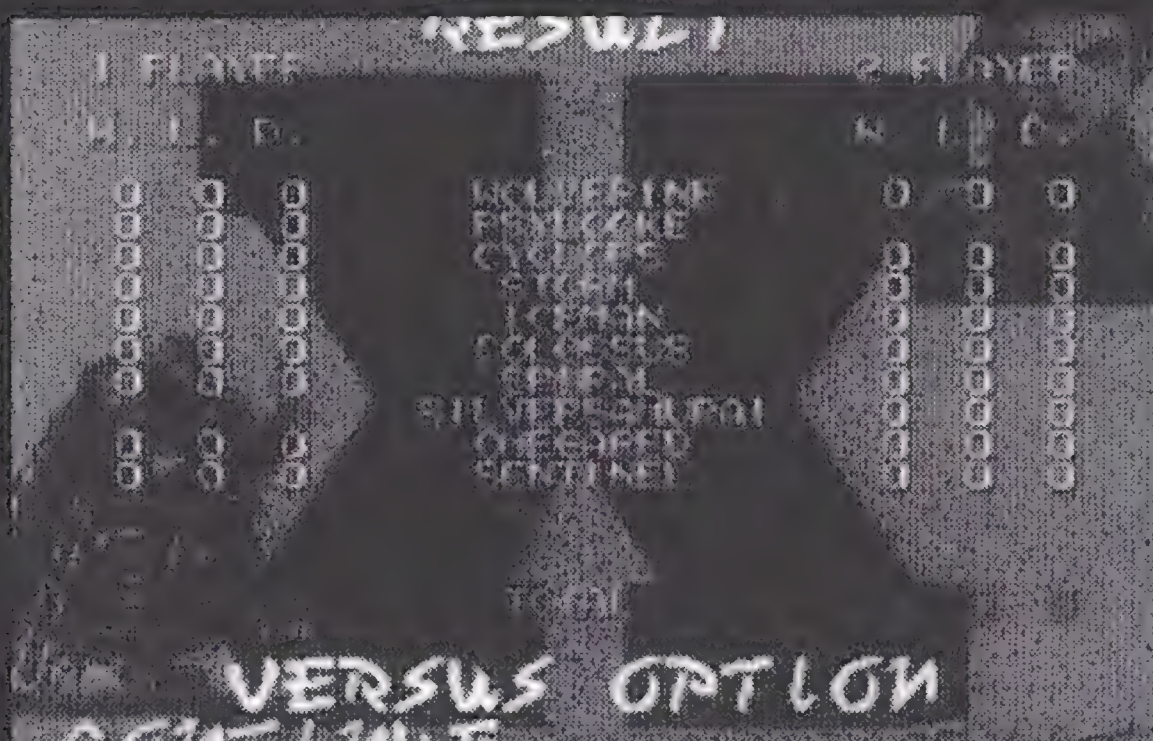
If one player is battling in the Arcade Mode, a second player can press Start on D-PAD Two and join in the action!



Continue/Game Over

In the 3-Round matches, a tie in the tie breaking 4th Round ends the battle as a draw.

When the continue screen (or in two player games, the scores screen) appears, press Start before the timer reaches zero to continue the game.



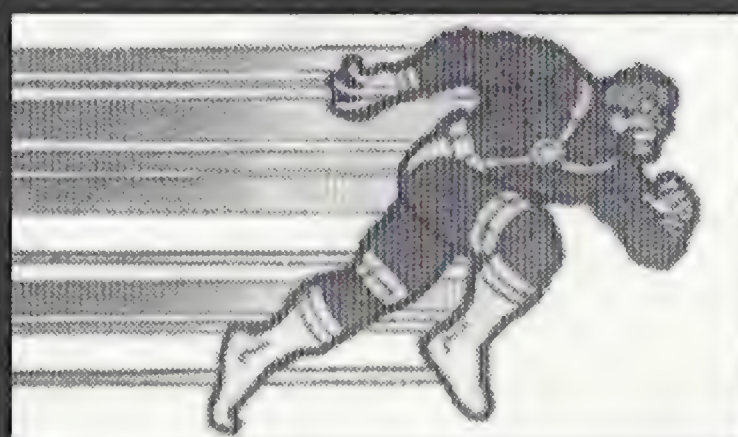
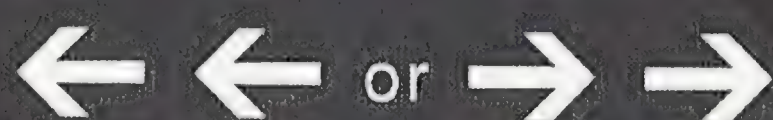
The Auto Save Function

The X-Men: Children of the Atom game automatically saves all game data, statistics, wins/losses and D-PAD button configurations. To erase all saved data and reset the button functions to default, choose Data Reset in the Option Mode.

ADVANCED BATTLE TECHNIQUES

Dash

You can dash forwards or backwards. Press the D-PAD twice in a direction to dash in that direction.



Landing/Reversal

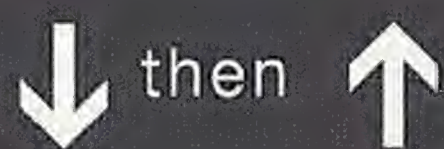
When you're thrown, you can perform either a safe landing or reverse the throw on your opponent. The technique available depends on the fighter you're using.

Note: You need X-Power to perform these moves. The Reversal command is the same as for a throw. Landing is as follows:



Super Jump

This takes you higher than a regular jump. You can travel farther in the air to the left or right, and perform attacks as well.





Spinning Retreat

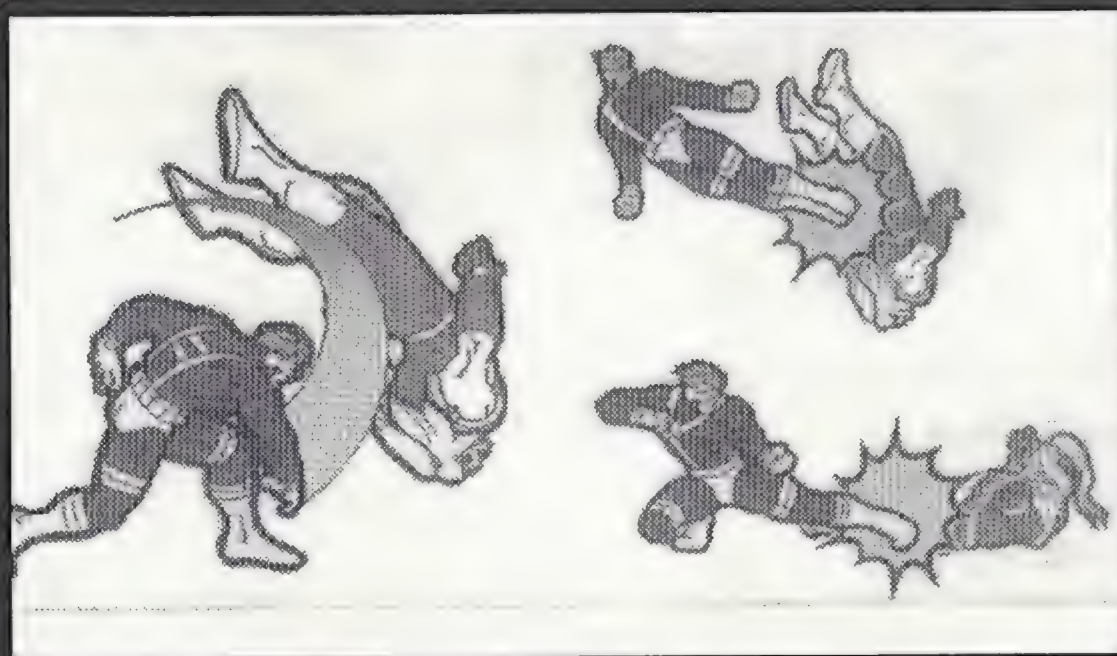
If you've been thrown, use this maneuver to get out of danger fast.



← or → then **P** repeatedly

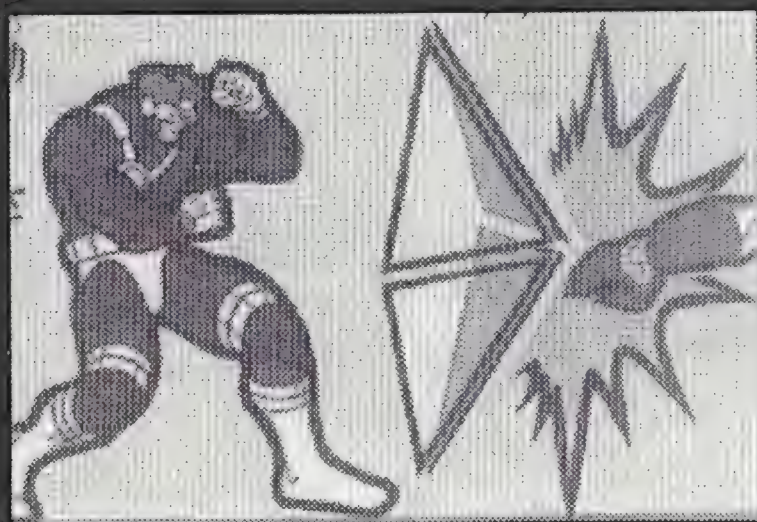
Follow-Up Attack

After throwing your opponent, follow it up with a second attack while your opponent is still in the air or on the ground.



Auto Guard System

The Auto Guard system works only when you're being attacked, and only if you're not performing any other maneuver. The Auto Guard will automatically stop any attack made on you.



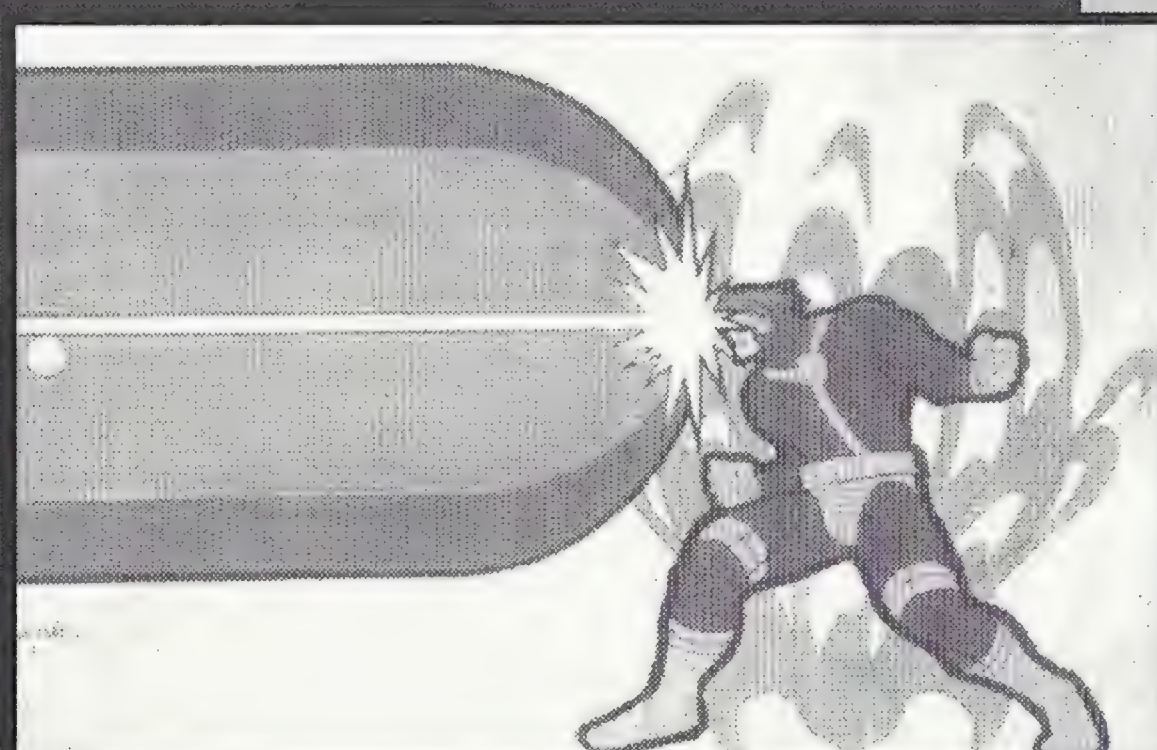
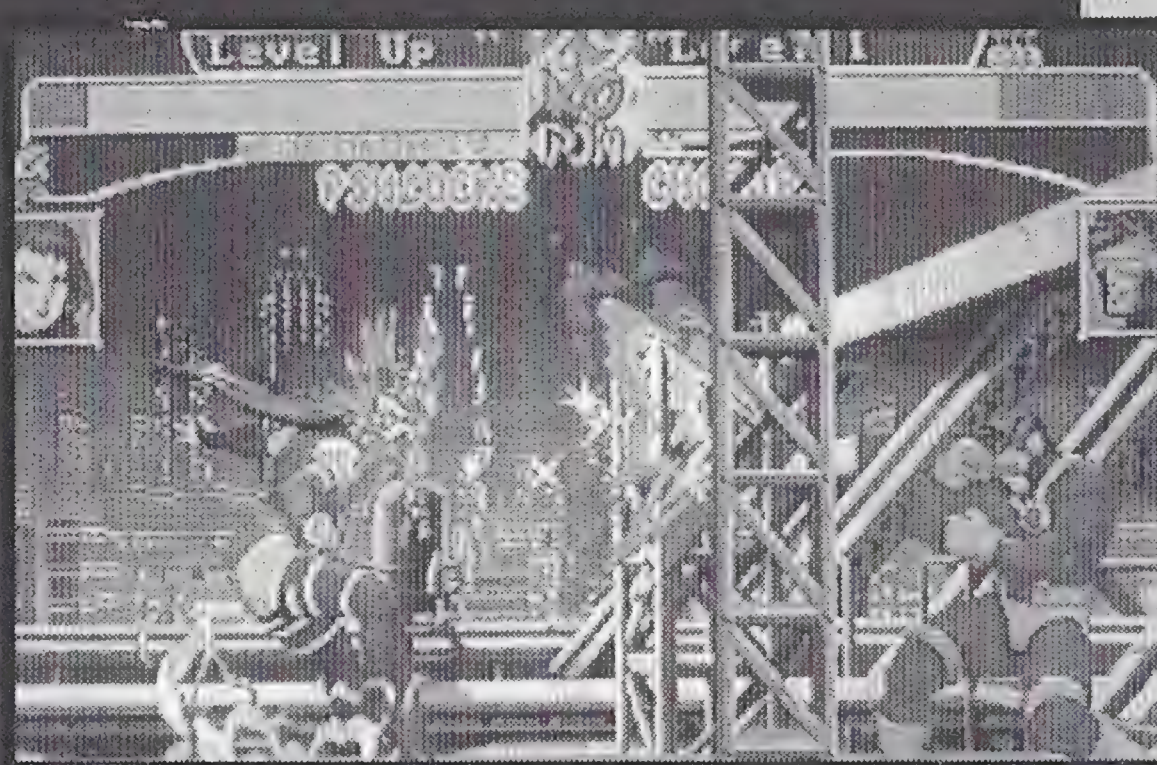
WHAT IS X-POWER?

Each of the X-Men and X-Villains have certain mutant powers they can use during battle. These powers allow the fighter to use certain special techniques. The amount of X-Power currently available is shown on the X-Power Gauge below the vitality gauge. The amount of X-Power you have depends on how you attack and defend yourself.

X-Power Gauge

As you gain power, an aura appears.

The gauge has various levels, and after you reach Level 2, you can use X power for landings and reversals. You must wait for some time until you can amass full power (indicated by MAX, which appears on the screen). Once you reach MAX power, you can use your Hyper-X powers! Once you use the Hyper-X power, the X-Power gauge will almost completely empty out, so don't waste it!



Level 2 X-Power

Transformations and Speed Ups become available. Uses a medium amount of X-Power.

(The power depends on the character.)

Note: Explanations of landings and reversals can be found on page 14.

Max Hyper X

When an aura appears around your fighter, he or she can use the Hyper X Power.

↓ ↘ → then **P** + **P** + **P**

MEET THE X-MEN

Note: All attack explanations are for an attack to the right.

Arrows indicate direction on the D-PAD. **P** indicates the Punch Button and **K** indicates the Kick Button. Try using different Punch and Kick buttons —attacks will differ depending on which one you use!



“Berserker Fury- Weapon X Style” WOLVERINE

Combine pure, savage fury with indestructible razor-sharp claws and you get the X-Man known as Wolverine! With his adamantium-laced skeleton and claws, and his mutant healing factor, Wolverine is virtually unbeatable! Long years of training, from his days as the Canadian government's Weapon X, to his

time with the X-Men, have made Wolverine the perfect fighting machine.

SPECIAL ATTACKS

Drill Claw

D-PAD (in direction of opponent)

→ + **P** + **K**

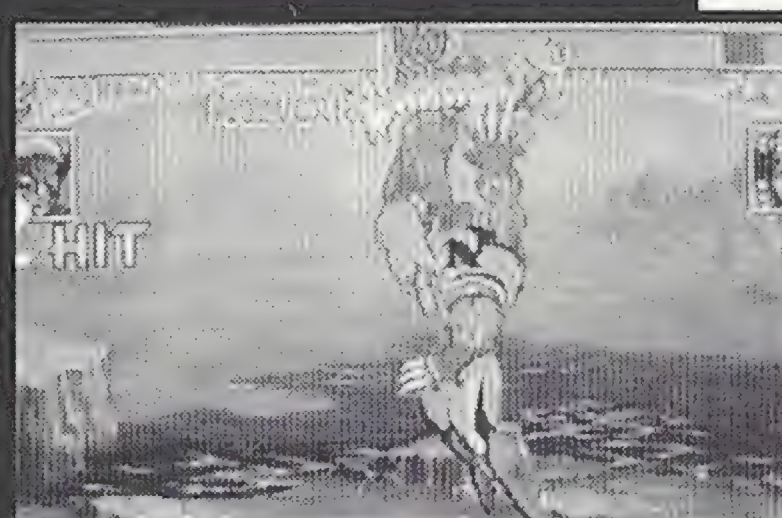
Wolverine leaps toward his opponent and spins, using his claws to drill forward.



Tornado Claw

→ ↓ ↘ + **P**

This upward spinning attack catches the opponent, slicing and hurling him or her into the air.



SPECIAL MOVES

Rebound

D-PAD in opposite direction of wall

This allows you to rebound off a wall and back towards your opponent.

X-POWER

Berserker Charge:

↓ ↙ ← + **P** + **P** + **P**

Movement, attack strength and jumping powers increase.

Healing Factor:

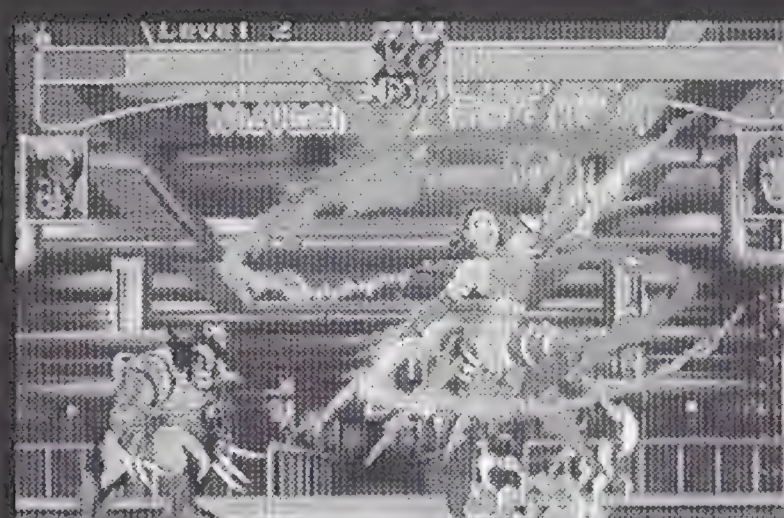
↓ ↙ ← + **K** + **K** + **K**

Use Wolverine's mutant healing abilities to recover vitality.



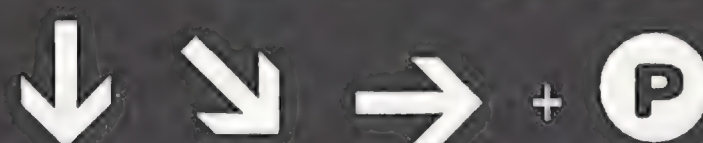
"Warrior Telepath" **PSYLOCKE**

Psylocke's exquisite exterior belies the cunning warrior woman within. In addition to her fighting skills, Psylocke possesses telepathic powers- foremost among these is her "psychic knife," which she can use to blast her opponent's nervous systems from the inside. She has both endurance and speed, and her close range attacks are formidable- but defense is not her strong point, so guard well!



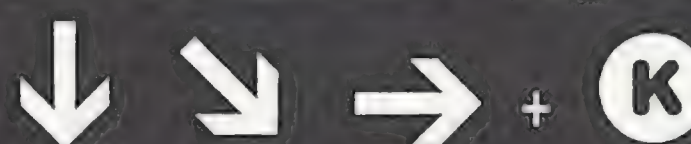
SPECIAL ATTACKS

Psi-Blast



Directs a psychic energy beam at the opponent. Choose to send a Light, Medium or Strong blast. Each **P** button sends the blast in a different direction.

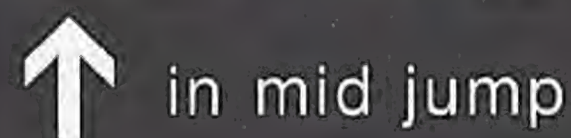
Psi-Blade Spin



This close range attack does considerable damage, especially if you use it in succession.

SPECIAL MOVES

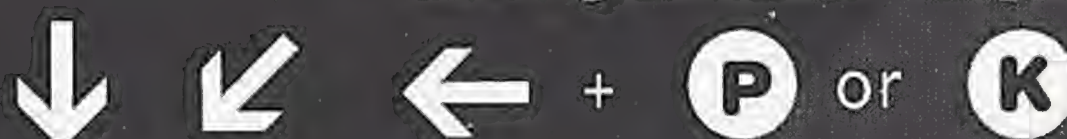
Two-Step Jump



This allows you to jump farther while in midair. Also works when falling or spinning.

X-POWER

Ninjutsu Split



Confuse your opponent by creating four duplicates of yourself.

“Optic Blasting X-Men Leader”

CYCLOPS

A no-nonsense man of action, Cyclops is the highly-respected leader of the X-Men- as well as their first member! His optic blasts, controlled only by a visor made of ruby quartz, make Cyclops one of the most powerful X-Men. With them, he can turn concrete into power, or take on the most evil mutants of all!

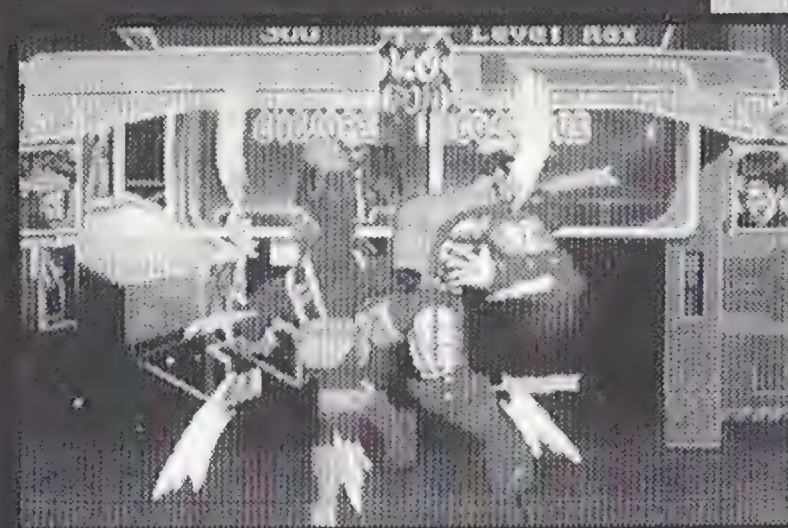
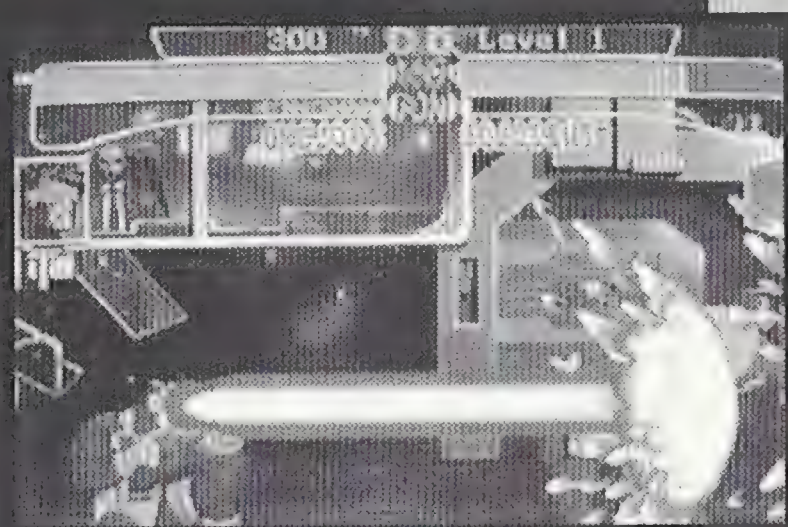


SPECIAL ATTACKS

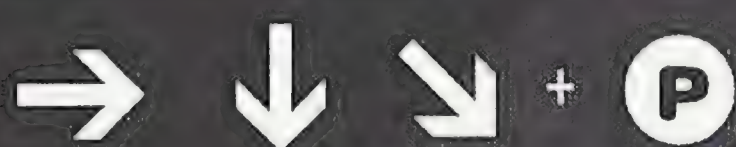
Optic Blast



Sends a powerful laser attack at enemies (at Light, Medium or Strong power). Each **P** button sends the blast in a different direction.



Gene Splice



Useful against airborne attacks, but can also be used against opponents at close range.

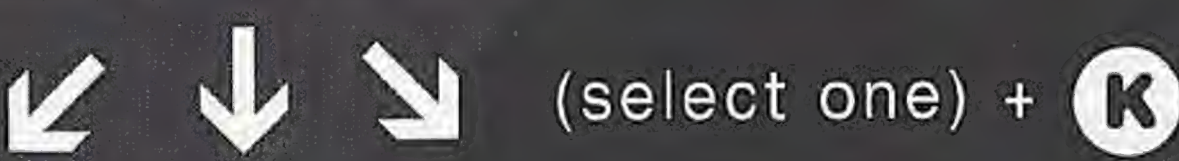
SPECIAL MOVES

Two-Step Jump



This allows you to jump farther while in midair. Also works when falling or spinning.

Leg Throw

 (select one) + **K** (Medium or Strong)
when close to enemy

This allows you to flip enemies with your legs.



“Mutant Weather Elemental”

STORM

Along with Cyclops, Storm is one of the leaders of the uncanny X-Men. As her name implies, Storm possesses the mutant power to control the weather itself. Honor, duty, friendship and sacrifice mean everything to Storm, who uses her elemental powers to oppose those evil mutants who seek to destroy humanity.

SPECIAL ATTACKS

Typhoon

↓ ↘ → + **P**

Sends a slashing vortex of wind at the opponent. Especially effective against airborne attacks or at close range.

Lightning Attack

D-PAD + **P** + **K**

Storm rises into the air and sends a powerful bolt of lightning through the opponent. Good at close range or when the opponent is airborne.

SPECIAL MOVES

Hover

D-PAD in any direction mid-jump

This allows you to rebound off a wall and back towards your opponent.

X-POWER

Summon wind

↓ ↙ ← + **K** + **K** + **K**

Draw the opponent towards you with the element of wind.

Use opposite directions on the D-PAD to push an opponent away.

Levitation

↓ ↙ ← + **P** + **P** + **P**

Rise into the air and hover for a limited period of time.



“Cool Justice”

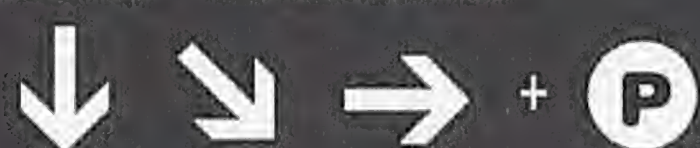
ICEMAN

The brash and impulsive Bobby Drake is better known as the Iceman, a mutant with the ability to lower the temperature around his body to the point where moisture freezes. As a member of the X-Men, Iceman uses his freezing power on both the defensive and the offensive, forming weapons from ice seemingly from mid-air!



SPECIAL ATTACKS

Ice Beam



A beam of ice shoots out at the opponent (Light, Medium and Strong attacks can be made).



Ice Avalanche



A massive Ice ball falls onto the opponent (the ice ball's descent can be controlled with the Punch and Kick buttons).



X-POWER

Ice Fist

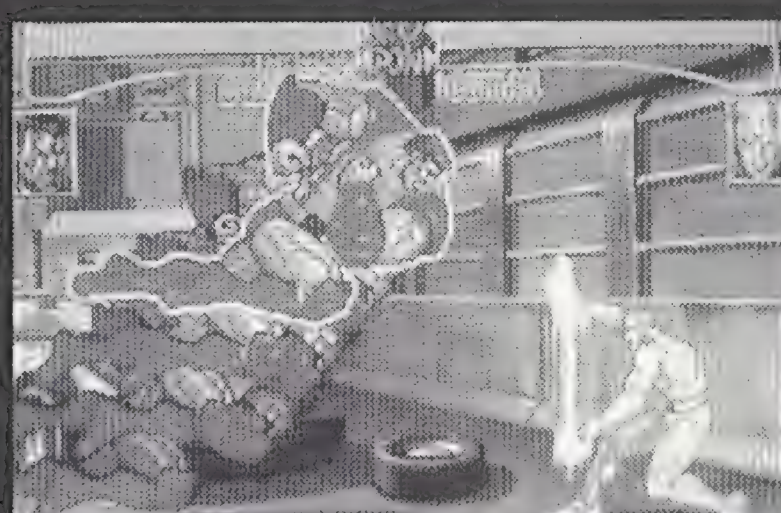


Ice balls form on Iceman's fists. Use the Light, Medium or Strong punches to direct the balls at the opponent.



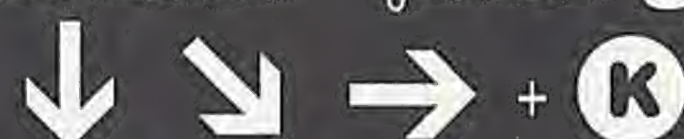
"The Mutant of Steel" COLOSSUS

Born and raised in Russia, this impressionable young farmer left his homeland behind to serve man and mutantkind- joining the X-Men as the armored mutant, Colossus! In his organic steel form, Colossus becomes nearly invincible, as well as fantastically strong- he can lift as much as 70 tons!



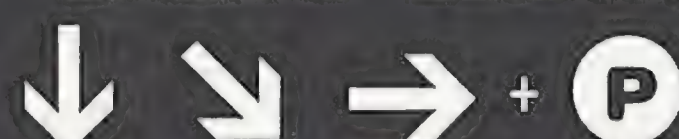
SPECIAL ATTACKS

Shoulder Charge



Choose from different attack directions using Light, Medium or Strong Kick buttons. Airborne attacks are rendered ineffective.

Giant Swing



Move forward, grab and throw the opponent hard. An easy to perform and powerful attack.

SPECIAL MOVES

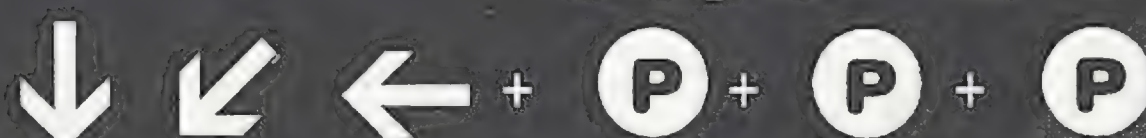
Dead Lift



Pick up a fallen opponent.
Can damage an opponent even when their guard is up.

X-POWER

Super Armor



Increase armor thickness to further protect them against damage.

MEET THE K-VILLIANS

“Warrior-sorceress” SPIRAL

A denizen of the dimension known as Mojo World, Spiral is a warrior sorceress of great power and evil.

Her 6-armed attacks make her a force to be reckoned with. Spiral’s forward attacks don’t have a lot of strength, but variety and speed make up for it! You better master the Dancing Sword technique as soon as possible, if you have any hope of surviving.

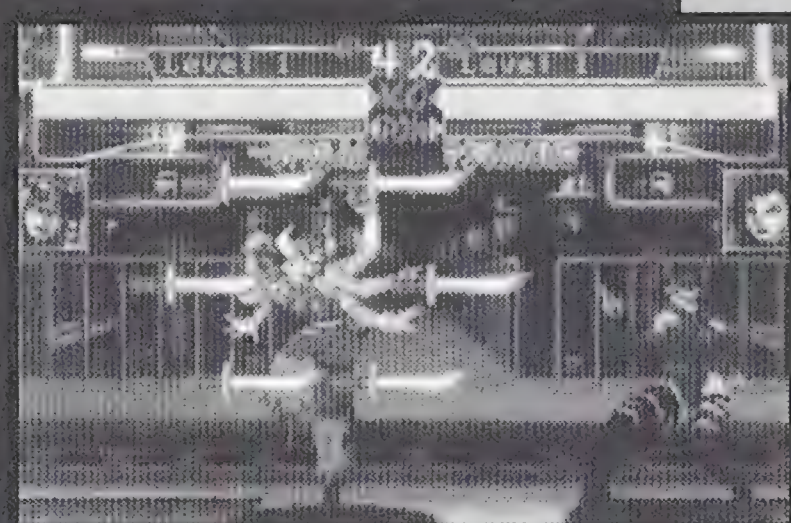


SPECIAL ATTACKS

Dancing Sword

→ ↘ ↓ ↙ ← + **P** + **P** + **P**

Six glowing orange swords appear and slash at the opponent. Direct the blades with the D-PAD.



1) Press punch Button

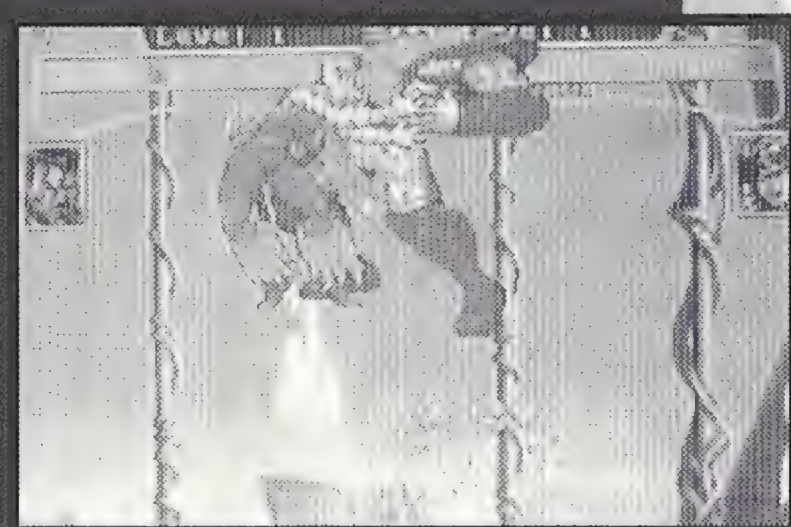
2) ↓ ↘ → + **P**

3) ↓ ↘ → + **K**

6-Hand Grapple

↑ ↓ + HARD **P**

Grab an airborne opponent and slam them to the ground.



SPECIAL MOVES K-POWER

Reversal Dance

↓ ↙ ← +LIGHT **P**

Teleport Dance

↓ ↙ ← +MEDIUM **P**

Strength Dance

↓ ↙ ← +LIGHT **K**

Speed Dance

↓ ↙ ← +MEDIUM **K**

Dimensional Dance ↓ ↙ ← +STRONG **K**



“Armored Master of the Katana” SILVER SAMURAI

Master of Japanese sword techniques and a member of the powerful Yashida clan, the Silver Samurai has long been a foe of the X-Men. The armor-clad Samurai can channel his mutant powers through his sword, making his attacks all the more lethal. He has a long reaching attack and can break through guards. Use his Super Jump to get out of corners—then move in for the attack!

SPECIAL ATTACKS

Shuriken (throwing star)

↓ ↘ → + P

Sends out a massive throwing star at the opponent—impervious to airborne attacks.

100 Tearing Blades

P (repeatedly)

or → ↓ ↘ + P

These multiple attacks are best used against an airborne opponent.

SPECIAL MOVES

Can attack even when the opponent's guard is up.

X-POWER

Multiples

↓ ↘ ← + K + K + K

Electricity

↓ ↘ ← + LIGHT P

Ice

↓ ↘ ← + MEDIUM P

Fire

↓ ↘ ← + STRONG P

"The Scarlet Demon"

OMEGA RED

This super soldier was created by Soviet secret forces, but because of his super powers, he was sealed away for 30 years. After breaking free, he began to kill without authorization or mercy, absorbing the life force of his victims.



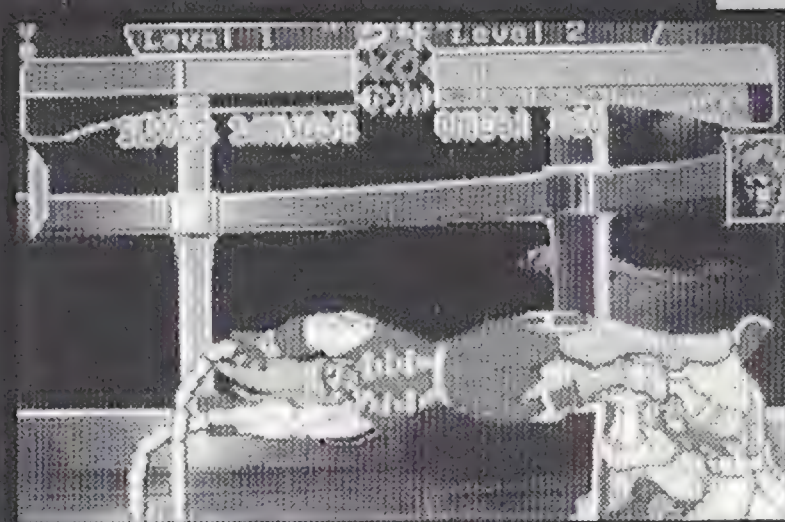
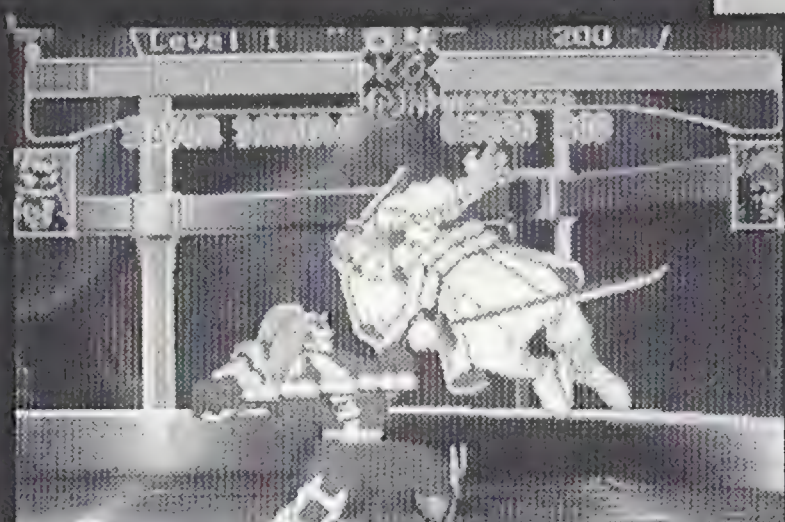
He has a very long attack range, but is slower than most others for that reason. Learn to read the opponents' moves and plan your attacks. Learn to perform feints and catch your opponent off-guard.

SPECIAL ATTACKS

Carbonadium Coil

↓ ↘ → + P

Catch your opponent and throw them to the ground with your metal whips. Catch your opponent— and try to steal energy from them by quickly pressing the **K** or **P** buttons.



Omega Strike

↓ ↘ → + K

Use your whips to perform a powerful attack. Watch that your opponent doesn't catch you mid-strike.

SPECIAL MOVES

Mid Air Dash

D-PAD → → in mid jump

Omega Red can dash left or right in mid air!

Death Factor

Catch your opponent in a coil, press P repeatedly. Drain your opponent's vitality from them and into you.

Energy Drain

Catch your opponent in a coil, press K repeatedly. Suck X-Power from your opponent and into you.

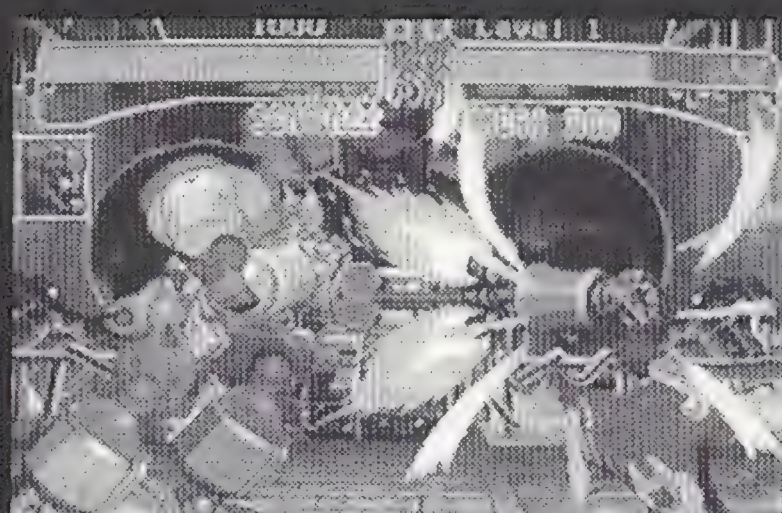


“Mutant-hunting Robot”

SENTINEL

Created and programmed by those humans who hate and fear mutants, the robotic Sentinels were designed to seek out and eliminate the so-called “mutant menace.” Sentinels have no emotion or understanding- they exist solely to fulfill their dread purpose. The Sentinels move slowly, but have incredible power and a long reach.

They can even withstand heavy attacks and their power kicks and punches are very effective.



SPECIAL ATTACKS

Rocket Punch

↓ ↘ → + **P**

/ This is a very long reach punch. Choose a Light, Medium or Strong Punch for different directional attacks.

Sentinel Force

↓ ↘ → + **K**

Calls a squad of mini Sentinels which make multiple attacks. Use them to halt a strong attack. Try with different Kick buttons!



SPECIAL MOVES

Dead Lift

↓ + **P**

Pick up a downed opponent.

Sentinels can attack through an opponent whose guard is up.

X-POWER

Flight

↓ ↙ ← + **P** + **P** + **P**

Sentinels can fly for short periods of time.

Note: These special characters cannot be selected by players.

“Unstoppable Evil”

JUGGERNAUT

The magical properties of the ruby of Cyttorak transformed Cain Marko into a being of unstoppable evil—the irresistible force that men call Juggernaut! Juggernaut is slow, but in terms of sheer attack and defense strength, no one is stronger. Try and confuse him with Super Jumps, then seize the moment to attack!



“The Master of Magnetism”

MAGNETO

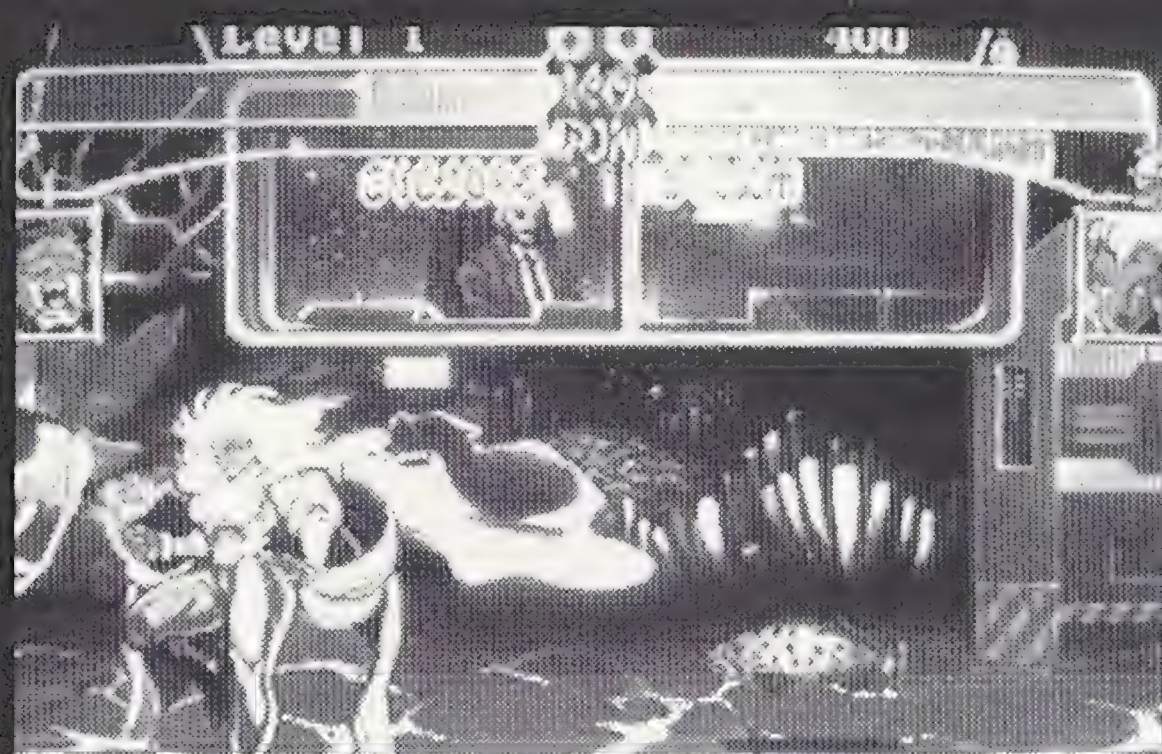
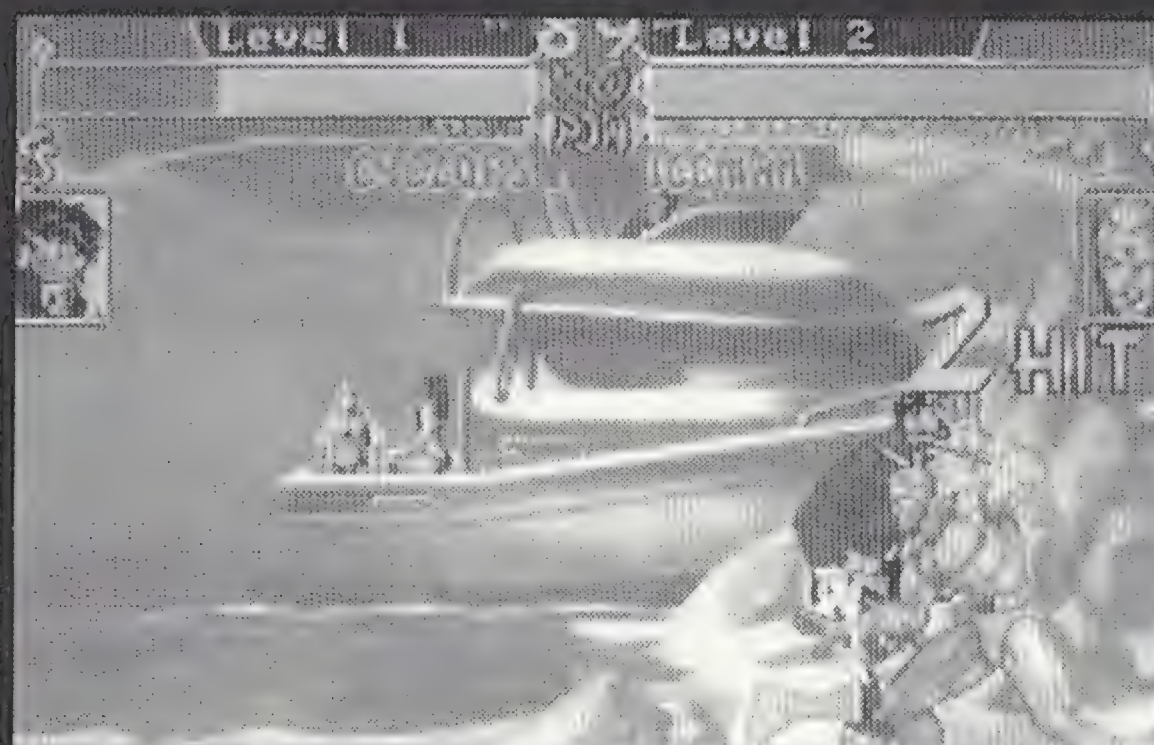
The malevolent Magneto seeks to dominate mankind, to bring about a world under mutant control—with himself as leader. The very magnetic fields of the Earth are Magneto's to control, and he will use those powers to destroy any who stand between him and his goals. He can unleash devastating attacks like the Hyper X Airbeam Sliding attack—massive damage! Attack when you can, with everything you have, and defend yourself by any means possible!



ULTIMATE X POWERS!

Master Your Counterattacks!

When you guard against an opponent's attack, cancel your guard by unleashing your own special attack. This stops a flurry from your opponent, turning a good defense into a good offense. This technique is difficult to master at first, but is invaluable once you get it down.



Watch Your Face

Make sure to keep an eye on the Face Panel. As you take damage, the panel changes from blue to yellow, then from yellow to red. Fend off punches to recover from the damage, and make sure to protect yourself well when the panel turns red—you're about to be KOed!



Hyper X Attack Chart

↓ ↘ → + **P** + **P** + **P**

WOLVERINE

BERSERKER
BARRAGE



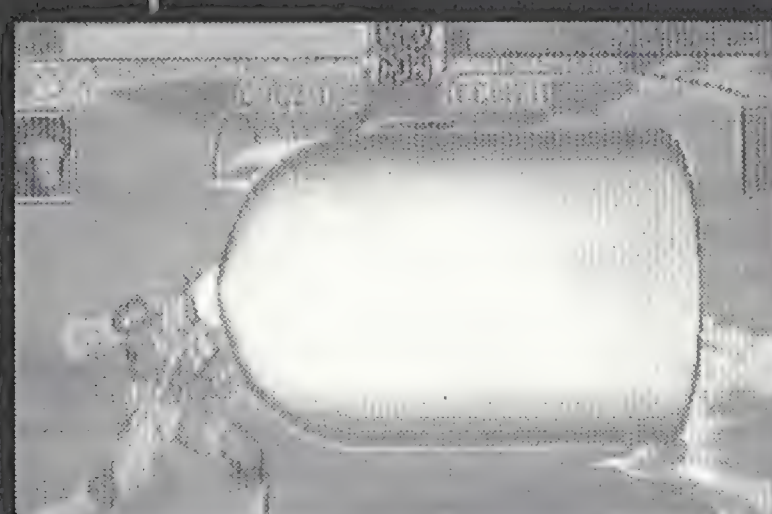
PSYLOCKE

PSI-SLASH



CYCLOPS

MEGA OPTIC
BLAST



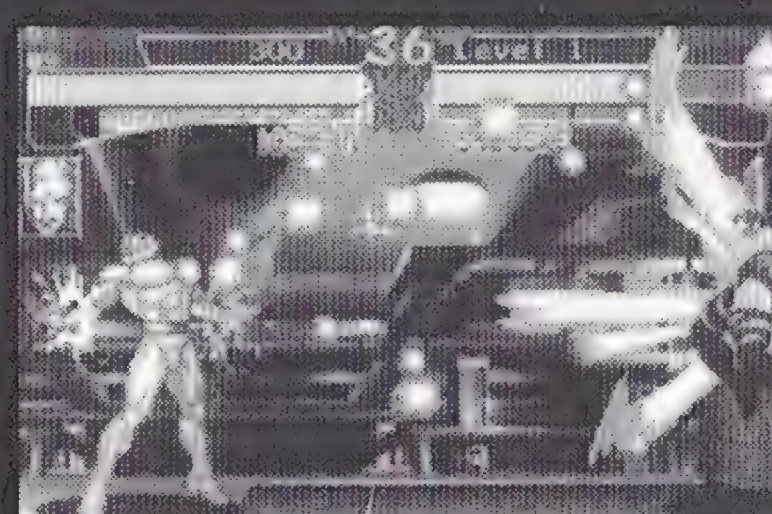
STORM

LIGHTNING
STORM



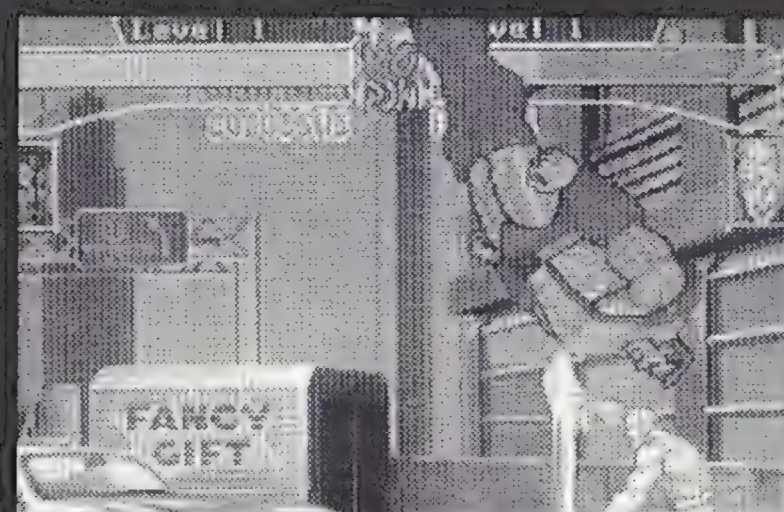
ICEMAN

ARCTIC
ATTACK



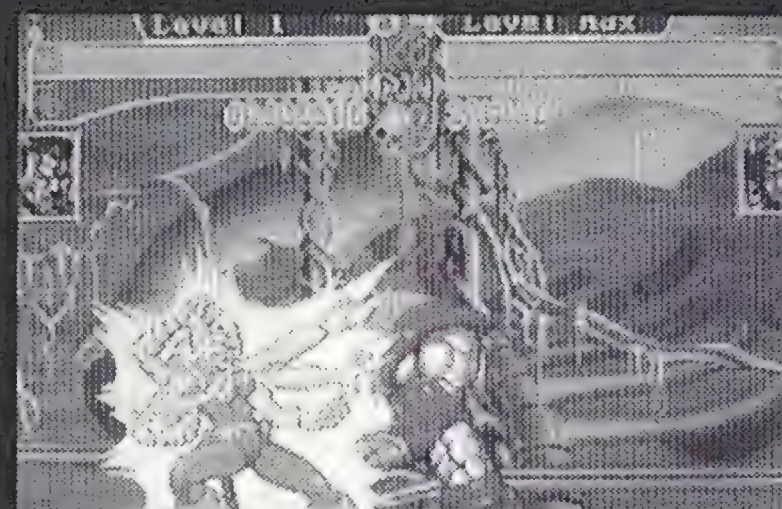
COLOSSUS

SUPER DIVE



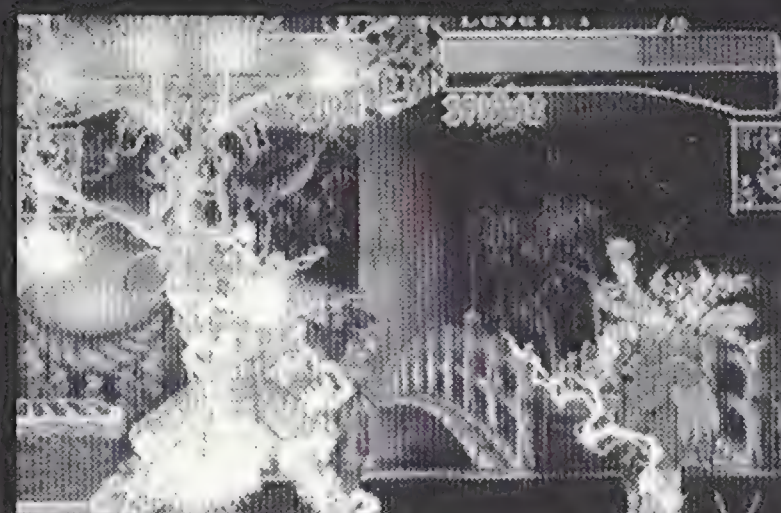
SPIRAL

METAMORPHOSIS
(PRESS AS SHOWN
ABOVE, THEN
PRESS P WHEN
NEAR OPPONENT)



SILVER SAMURAI

SINGING BLADE
OF THUNDER



OMEGA RED

OMEGA DESTROYER



SENTINEL

PLASMA STORM



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This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper. A small, faint yellowish mark is visible near the center of the page.

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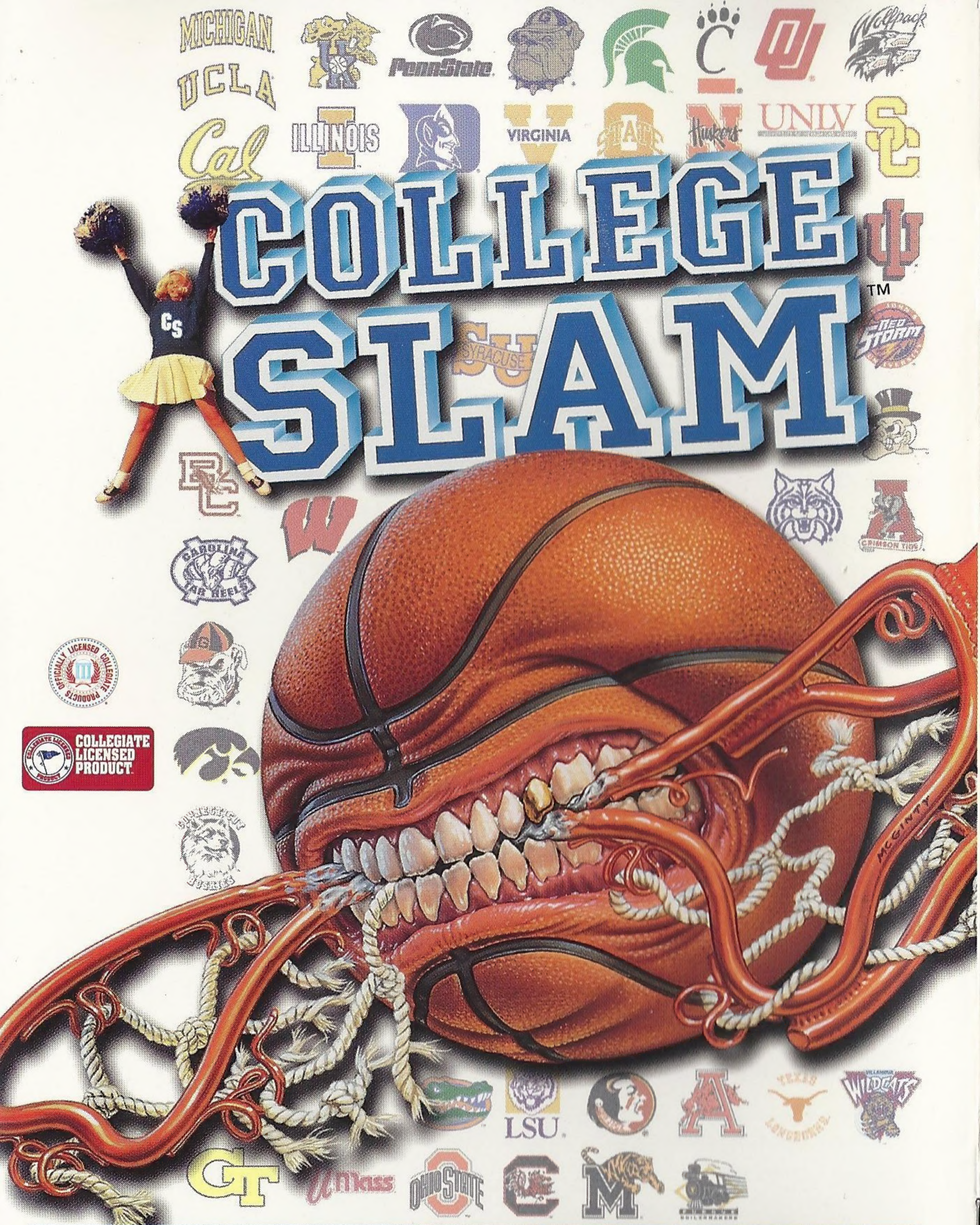
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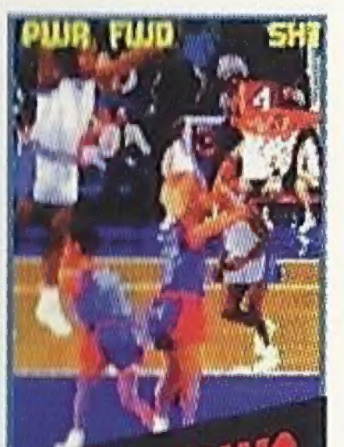
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**UP TO 16 PLAYERS-
IT'S TOURNEY TIME!**

**SLAMMIN' DUNKS
AND ALLEY-OOPS!**

SEGA SATURN™



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